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in: Adalwulf of Aedirn, Canon Expansions, Higher Vampires, and 3 more

Mula

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This fan-fiction article, **Mula**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki:

<https://witcher.fandom.com/wiki/Mula>.



A **Mula** or **Moola** is a type of intelligent vampire. Same as bruxae, alps and higher vampires, they are immune to sun and can be sometimes mistaken for the previous two especially when they are disguised as a human. Based on a conversation between the Bruxa known as [Verenna](#) and the Witcher Geralt of Rivia it can be assumed that the **Mula** species can come in both male and female varieties though it should be noted that unlike their cousin species of the Bruxa and the Alp that the **Mula** species has larger numbers of the male variety than female. **Mula** are the largest vampire species when transformed into

Mula

Taxonomy

Classification • Heteromorphic Race

- Cosmic Horror/Higher Vampire
- Gharasham Tribe

Species Higher Vampire

Subspecies [Vukodlak](#) (Ammurun cousin species)

Physiology

Height 7 foot tall

their hybrid form.

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Physiology

Human form: Like a regular (but beautiful) human, but with a feature or two that gives away their inhuman nature. They can be large and muscular or have strange eyes for example.

Vampire-Hybrid Form: Seven feet tall, musclebound with reddish skin through which pulsing glowing blue blood veins can be seen. They are entirely hairless. Females can be differentiated from males even when transformed by a more feline facial structure, slighter size and the presence of larger pectoral muscles similar to breasts. They possess long pointed ears similar to an Aen Seidhe and a bat-like face with a bisected nose and long fangs instead of human canine teeth.

Abilities

- **Vampire Physiology:** The **Mula** is a type of higher vampire as such it has strong vampiric abilities.
 - **Bat Physiology:** **Mulas** have bat-like features.
- **Berserker:** **Mulas** fit the role of a Berserker: a massive and unbelievably powerful individual with a desire for battle regardless of one's own physical condition.
 - **Berserker Form:** **Mulas** possess the ability to enter a berserker form when their blood lust becomes overwhelming or if they are deprived of blood for long periods of time falling into a feral state
- **Blood Consumption:** **Mula** have the power to gain power from blood usually by ingestion.
 - **Blood Absorption:** **Mula** have the power to absorb blood to temporarily increase their abilities.
 - **Blood Empowerment:** **Mula** possess the power to gain strength from the ingestion of blood.
 - **Blood Rage:** After drinking blood, a **Mula** will enter their berserker state marked by glowing eyes, in which they are faster and hit harder.
- **Invisibility:** A **Mula** like its cousin species the Bruxa can turn invisible at will.
- **Leaping:** A Mula can jump a large distance, knocking over objects that may be in its way.
- **Limited Polymorphsy:** The **Mula** has two forms a human form that they disguise themselves in while traveling among mortals and their true hulking muscular humanoid form. A **Mula** like other Higher Vampires can also partially transform parts of their body resulting in the following abilities.
 - Hearing: Large bat-like ears for superhuman hearing.
 - Smell: A bat-like nose for smelling blood and chemicals.
 - Vision: A set of eyes allowing the **Mula** to see in the dark. These eyes glow when used.

Hide	Leathery hairless skin in true form, can appear human otherwise
Eyes	Yellow or red
Ecology	
Lifespan	Unknown length presumably centuries or until killed.
Intelligence Human level	
Range	Vampire's world
Habitat	Mountains and Tombs
Diet	Blood (preferable) Carnivorous
Prey	Humans (Preferential prey) Non-humans Animals (if no preferential prey is available)
Predators	Witchers (?)

- **Wallcrawling:** Using their claws and supernatural brute strength a **Mula** is able to cling to walls and ceilings in both their human and hybrid-vampire forms.
- **Longevity:** **Mula** possesses an extended lifespan, allowing them to live longer than a normal human; as a result of their species.
- **Mist Form:** A **Mula** can change into a mist-like form. It can then travel through other creatures and can materialize again in another place. While in mist form a **Mula** can regenerate its health to prevent this a Witcher can attack the **Mula** with Igni to bring him out of mist form and cause him damage.
- **Otherworldly Language:** **Mula** naturally speak the Vampire language which sounds to humans as a silent, shrill, and sickening inhuman language.
- **Telepathy:** Like most Higher Vampires, **Mula** have the ability to telepathically communicate with their prey and other beings.
- **Natural Weaponry:** As a vampire and a highly advanced predatory species vampires including the **Mula** have the power to utilize weapons that are a natural part of one's own body.
 - **Claw Retraction:** **Mula** possesses claws that are a foot and a half long, which are easily capable of piercing flesh and deflecting iron.
 - **Fang Retraction:** **Mula** possesses long and sharp retractable fangs for biting and feeding.
 - **Powerful Bite:** A **Mula** has an incredibly powerful bite easily able to pierce flesh and access blood.
- **Supernatural Condition:** A **Mula** possesses capabilities, attributes and aspects drastically beyond what is naturally possible for a human.
- **Supernatural Senses:** A **Mula** possesses sense drastically beyond what is naturally possible for a human.
 - **Bloodsense:** A **Mula** can sense the presence of blood in any living subject.
 - **Supernatural Hearing:** A **Mula** possesses a sense of hearing drastically beyond what is naturally possible for a human.
 - **Supernatural Smell:** A **Mula** have an amazing sense of smell. They are able to smell blood from a mile away.
 - **Supernatural Vision:** A **Mula** possesses a sense of sight drastically beyond what is naturally possible for a human.
 - **Blood Flow Vision:** A **Mula** can see the flow of blood of any living being through their body.
 - **Wallcrawling:** A **Mula** can fasten onto and climb vertical and horizontal surfaces without falling.
- **Predator Instinct:** A **Mula** possesses instinct akin to that of a highly predatory creature, allowing them to become masters of assassinating, hunting, manipulating, planning and tracking.
- **Supernatural Strength:** A **Mula** possesses a level of strength drastically beyond what is thought naturally possible both in their human form and true form.

Resistances

- Iron do not cause as much damage as silver does to them so using a silver sword is preferable when fighting them.
- Steel do not cause as much damage as silver does to them so using a silver sword is preferable when fighting them.

Immunities

Mula like their cousins the Bruxa and the Alp are immune to sunlight, making them more difficult to discern as a vampire while they are in human form.

Mulas are also immune to the Witcher sign of Axii.

Weaknesses

- Wounded by the Silver swords usually carried by Witcher
- The effects of the Black Blood Potion and a Vampire Oil-covered sword.
- It is implied by Regis that a combination of silver, dalvinite, and meteorite steel is the only metal capable of withstanding a Higher Vampire, thus it would also be effective against a **Mula**.

Behaviors

TBA

Notable Mula

- Broamorax, a male Mula and the first killed by **Adalwulf of Aedirn** in the year 1202.
- Nag-Sarg, The Vampiric Humanoid Begetter of the Mayhem, **The Prime Mula** through which all **Mula** are descended from.
- Streghax, the male half of a mated pair of Mula killed on a contract by **Adalwulf of Aedirn** which was the reason he missed the Witcher Tournament that would be a crucial point in the decline of the School of the Wolf.
- Ezre, the female half of a mated pair of Mula killed on a contract by **Adalwulf of Aedirn**.

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